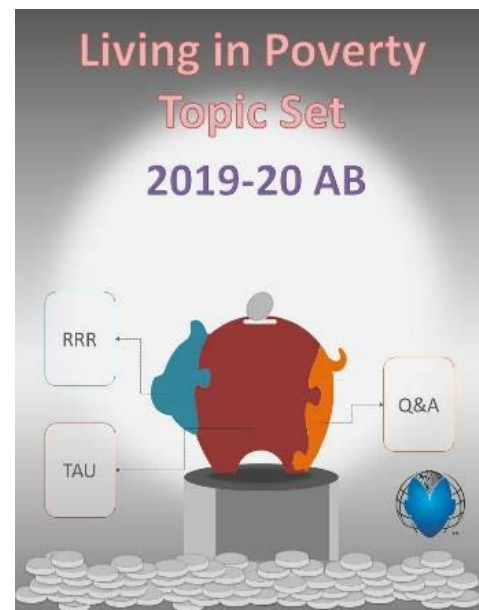
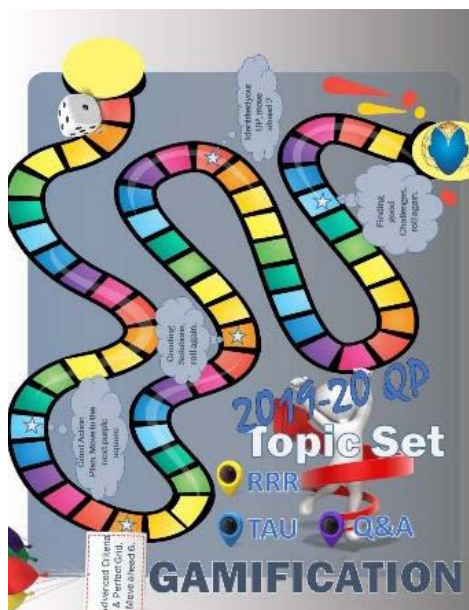
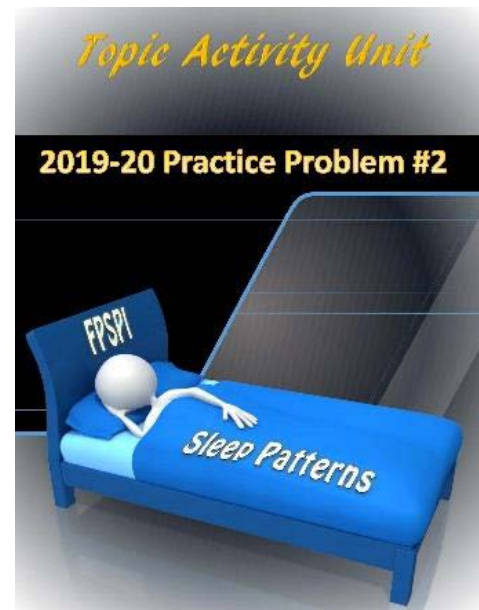


2019-2020 Catalog



Topic/Research Resources

Applicable to Global Issues, Scenario Performance, & Scenario Writing



All Readings, Research, Resources and Question & Answer Set - (RR&R + Q&A)

Research articles, terms, themes, and discussion questions for each topic. Invaluable for new and experienced coaches to use with students of all ages.

Includes, for all 4 of the 2019-20 topics:

- Terms and Definitions to establish an early understanding of the topics
- Overview of the scope of the topic
- Questions for Discussion to develop analytical skills
- Themes and Concepts to identify major trends
- Summaries and resource links to articles, infographics, videos, and other digital media
- True/False, Multiple Choice, and Fill-in the Blank question sets
- Interactive features for terms and questions utilizing Quizlet

Binder Ready.....\$95

Download PDF.....\$86



All Topic Activity Unit Set - (TAU)

Activities designed to teach the topic and the FPS problem solving process. Includes research, thinking tools, and a simulation with a practice Future Scene. Engages students in a wide variety of highly engaging instructional activities incorporating topic research with the six-step process. Lesson plans developed from best practices to integrate critical thinking. Each topic can be used as a standalone unit of study, or singular activities to focus on particular steps within the Creative Problem Solving process.

The All TAU Set includes TAUs for the following: Practice Problem 1, Practice Problem 2, Qualifying Problem, and Affiliate Bowl

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All Units Combo

The All Units Combo includes the following:

- PP1 Unit – Includes RRR, Q&A, and TAU
- PP2 Unit – Includes RRR, Q&A, and TAU
- QP Unit – Includes RRR, Q&A, and TAU
- AB Unit – Includes RRR, Q&A, and TAU

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Topic/Research Resources

Applicable to Global Issues, Scenario Performance, & Scenario Writing



Coach Combo

The Coach Combo includes the following:

- 1 – Selection of a Topic Unit (Practice Problem 1, Practice Problem 2, Qualifying Problem, or Affiliate Bowl)
- 1 – Coaches Handbook
- 4 – Process Pointers Plus



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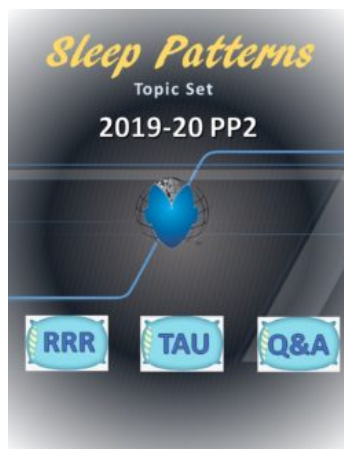
Practice Problem 1 Unit – International Travel

The Practice Problem 1 Unit includes the following:

- RRR Introduction
- RRR Chapter 1 with Appendix and Interactive Terms
- TAU Chapter 1 with Appendix
- Q&A Chapter 1 Workbook and Interactive Questions



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Practice Problem 2 Unit – Sleep Patterns

The Practice Problem 2 Unit includes the following:

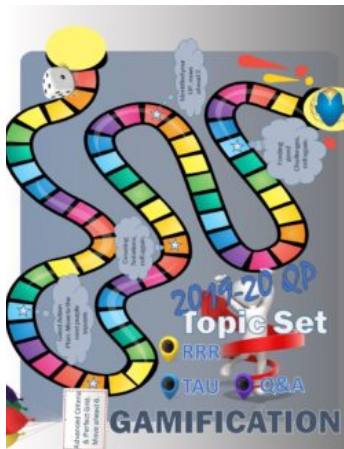
- RRR Introduction
- RRR Chapter 2 with Appendix and Interactive Terms
- TAU Chapter 2 with Appendix
- Q&A Chapter 2 Workbook and Interactive Questions



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Topic/Research Resources

Applicable to Global Issues, Scenario Performance, & Scenario Writing



Qualifying Problem Unit - Gamification

The Qualifying Problem Unit includes the following:

- RRR Introduction
- RRR Chapter 3 with Appendix and Interactive Terms
- TAU Chapter 3 with Appendix
- Q&A Chapter 3 Workbook and Interactive Questions



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Affiliate Bowl Unit – Living in Poverty

The Affiliate Bowl Unit includes the following:

- RRR Introduction
- RRR Chapter 4 with Appendix and Interactive Terms
- TAU Chapter 4 with Appendix
- Q&A Chapter 4 Workbook and Interactive Questions



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Coach's Handbook – For GIPS Only

The Coach's Handbook is a must have for GIPS coaches.

Comprehensive look at FPS Global Issues Problem Solving (GIPS), FPS six-step model, tips on coaching, and exercises for improving team performance.

Available download PDF only.

- Tools for Generating and Focusing
- Strategies for teaching each step of the process
- Student Mini Guide
- Extensive FPS Glossary

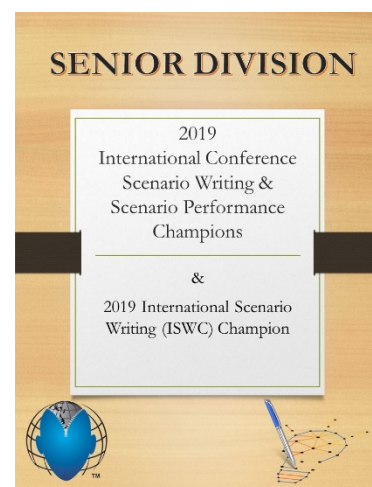
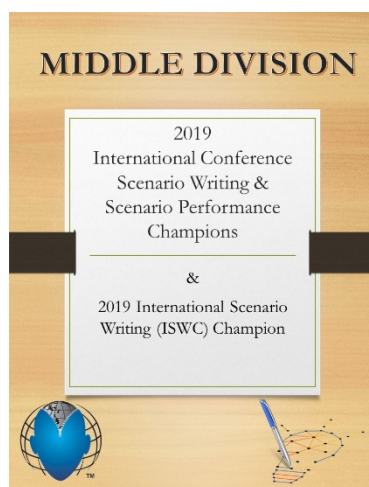
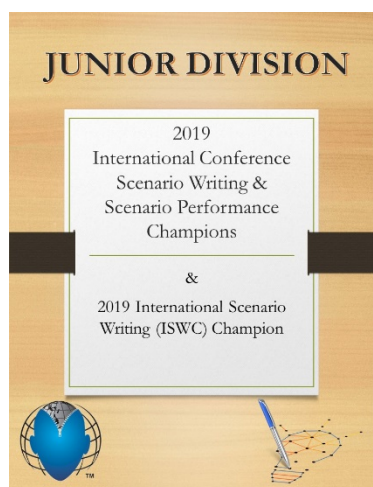
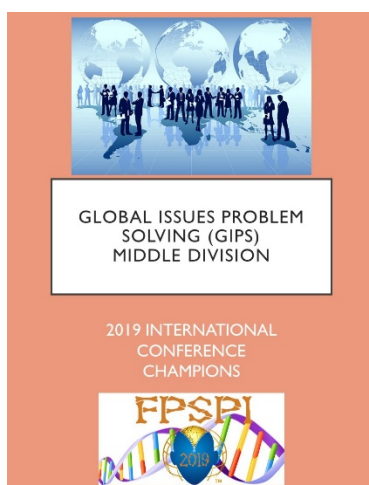
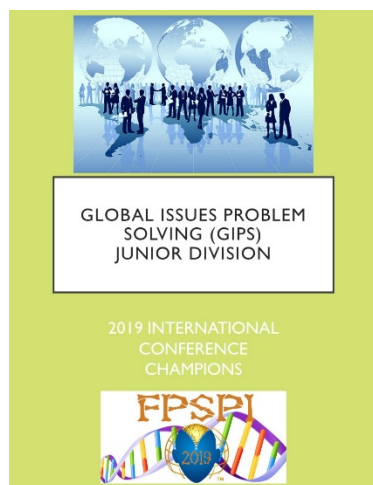
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Additional publication options available at www.fpspimart.org

NEW

Champs Resources

The 2019 International Conference Champions are available by division and component for **\$10 each – in Download PDF format only**. These publications include the student work, score sheets, and evaluator feedback to give coaches a chance to see championship level work.



Community Problem Solving Resources

Action-based Problem Solving Teacher's Manual

- Introduction to creative problem solving, higher level thinking, and action skills in a hands-on, non-competitive manner
- Ideal for curriculum use
- Ideal intro to CmPS or GIPS

Primary – Grades K-3

Primary

Binder Ready ...\$30

Download PDF ...\$28

Junior/Middle – Grades 3-9

Junior/Middle

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Service Learning Journal

- Interactive resource guide which inspires students to enhance their community while improving their thinking, writing, research, collaboration, and communication skills

Book (Elementary)....\$6.95

The Kids Guide to Service Projects

- Helpful guide with over 500 ideas for student community service activities

Book (Grades 3-5)....\$14.99

The Teen Guide to Global Action

- Profiles of real “Difference Makers” and practical tools readers can use to support their passionate causes
- Everything needed to start making a difference at the local, national, or global level

Book...\$14.99

Community Problem Solving (CmPS): A “Real World” Experience

- Great reference for exploring all areas of CmPS and how to achieve successful results
- Terrific tips & ideas for a CmPS project

Binder Ready ...\$40

Download PDF ...\$35

Creative and Critical Thinking Tools for CmPS

Description of the problem solving process as applied in CmPS

- Includes multiple generating (creative thinking) and focusing (critical thinking) tools applicable to each step
- Directions, samples, and a template provided

Binder Ready....\$54

Download PDF....\$48

CmPS 2019 International Champions

- Beyond and Grand Champion from 2019 International Conference
- Includes project reports, addendums, evaluations, and links to media presentations

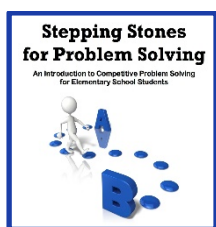
Download PDF....\$10

Global Issues Problem Solving Resources

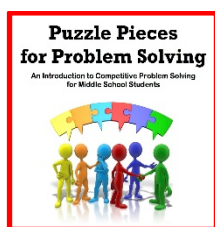
Coaching Trilogy for Global Issues Problem Solving

The *Coaching Trilogy for GIPS* provides a systematic introduction to problem solving for three levels: elementary, middle, and high school. These coaching materials can be used for non-competitive instruction or in preparing teams or individuals for competition. These publications include student materials, supplemental materials for each step of the process, and a facilitator's guide with coaching suggestions for the year.

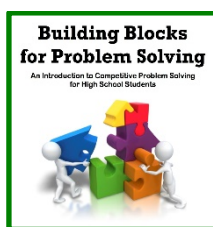
Elementary School



Middle School



High School



(Product of Wisconsin FPS Affiliate Directors)

Single Book.....\$40

Set of 3.....\$100

Problem Solving Across the Curriculum

- Hundreds of Future Scenes on multiple topics
- Instruction on writing problem situations for curriculum topics
- Examples of problems used by teachers in the classroom
- FPS six-step model for focus on curriculum topics

Download PDF....\$38

FPSP - Presentation of Action Plan Video

- Steps on how to effectively create and present Action Plans to live audiences
- Samples of Presentation of Action Plans provided

YouTube Link....\$15

Coach's Handbook – For GIPS Only

The Coach's Handbook is a must have for GIPS coaches. Comprehensive look at FPS Global Issues Problem Solving (GIPS), FPS six-step model, tips on coaching, and exercises for improving team performance.

- Tools for Generating and Focusing
- Strategies for teaching each step of the process
- Student Mini Guide - Extensive FPS Glossary

Download PDF....\$45

Problem Solving Process Pointers PLUS for Students (Interactive Edition)

- Comprehensive examples & practice for FPS students of all ages
- For the FPS students who already understand the FPS Six-Step Process... an opportunity to go beyond through examples, practice, and hints
- PLUS – Includes videos to enhance the student's understanding of the six-step problem solving process

(Created by Wisconsin FPS and the FPS International Office.)

Download PDF and Video Links ...\$15

Action-based Problem Solving Teacher's Manual

- Introduction to creative problem solving, higher level thinking, and action skills in a hands-on, non-competitive manner
- Ideal for curriculum use
- Ideal intro to CmPS or GIPS

Primary – Grades K-3

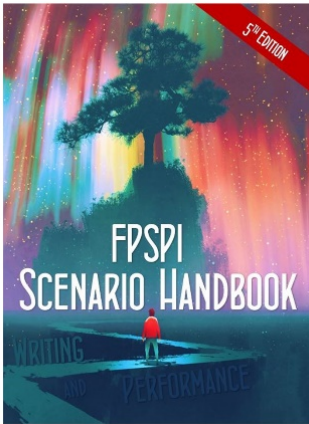
Junior/Middle – Grades 3-9

Binder Ready ...\$30

Download PDF ...\$28

Scenario Resources

Scenario Writing & Performance Handbook



- Indispensable manual designed to help teachers effectively guide students in writing scenarios
- Explanations of scenario writing techniques, classroom activities, and award-winning student work

Binder Ready....\$45
Download PDF....\$40

Create-A-Future

- Activities to develop students' abilities in observing, concluding, recalling, applying, analyzing, synthesizing, and evaluating to help build divergent and convergent thinking skills
- Topics: introduction to science fiction; creating settings, backgrounds, and characters; and writing a science fiction story

Book....\$14.95

Create-A-Drama

- Activities to develop students' abilities in observing, concluding, recalling, applying, analyzing, synthesizing, and evaluating to help build divergent and convergent thinking skills
- Topics: introduction to drama, writing a script, dramatic activities, and presenting dramas

Book (Grades 5 and up)\$14.95

International Scenario Writing Champions 2019

Read the best of the scenarios from around the world and see what makes them champions!

- The top five scenarios from each division in the Future Problem Solving Program International 2019 International Scenario Writing Competition, plus the winning Junior, Middle, and Senior Division Scenario Writing Team Champions from International Conference 2018
- Includes evaluator scores and comments



Spiral Bound\$35
Download PDF\$30

Creative Drama

- Written for students to introduce a range of activity types including building dialogues; quick improvisations; improvisations with individuals, pairs, and groups; building characters and situations; and movement and mime

Book (Grades 5 and up)....\$11.95

“The genius of the future will be the creative mind adapting itself to the shape of things to come.” ~ E. Paul Torrance

Curricular Resources

The Problem Solving Experience: Classroom Curriculum

- Direct instruction lessons that introduces students to the Creative Problem Solving process
- Practice provided through the application of problem solving in a variety of contexts
- A full semester course or curriculum spread across 1-4 years
- Cross-curricular implementation possibilities

Binder Ready....\$60
Download PDF....\$58



Power Up Your Creative Mind

- Guide for preparation of the classroom environment
- Integration of the elements of creativity into the content area lessons that are aligned to the Common Core standards
- Multiple pathways to learning, innovative instructional strategies, and responsive learning environments that value creativity and innovation
- Over 100 curriculum activities

Book....\$24.95

CPS For Kids

- Exciting and powerful problem-solving methods from start to finish
- Creative and critical thinking tools and exercises
- A set of suggestions for teachers and reproducible classroom activities, each of which can be completed in 30 - 40 minutes

Book (Grades 2-6)....\$16.95

Tools for Problem Solvers

- Creative Problem Solving tools specifically designed for each FPS component (Global Issues, CmPS, Scenario Writing)

Book....\$20
Download PDF....\$18

FPS STEAM UNIT MEGACITIES



FPS STEAM curricula allows for a diversification of teaching methods and individual learning styles that encourages the educator to serve as a facilitator to learners. FPS STEAM units empower educators to meet guidelines in a variety of unique and engaging ways. Cross-curricular activities allow students to more fully engage a subject and meaningfully engage concepts and vocabulary on topics exploring science, technology, engineering, art and mathematics.

Electronic Only....\$25

More topics to come!!



Thinking Tools

Brain Benders for Beginners

- Problems and teasers designed to enhance children's thinking skills
- 30 topics, each with 3 types of tasks: a) sit and think, b) go and find out, c) make and create
- Underpinned by the work of Bloom, Gardner, Dalton, and Vygotsky
- Development of higher-level thinking skills

Book (Grades K-3)\$12.95

Brain Teasers

- Stimulating collection of mind-provoking 5 to 15- minute activities ready for instant use
- Activities to develop thinking, reasoning, and memory skills

Book (Grades 1-6) 1994 Edition\$29.95

Creative Problem Solving - An Introduction

- Introduction to and overview of Creative Problem Solving
- Description of the 3 important components of CPS, the 6 specific CPS stages, and the fundamental tools

Book (Grades K-12) 4th Edition\$24.95

Creative Problem Solving for Young People

- Creative Problem Solving concepts for primary students at a level which best suits their abilities, needs, and stage of development
- Research and background information, as well as actual classroom lessons

Book (Grades K-2)....\$13.95

***Intriguing Questions* by Nathan Levy**

- Each book stimulates critical thinking while improving creativity, speaking, and discussion skills
- 6 different volumes available

Book...\$10.00

***Stories with Holes* by Nathan Levy**

- Logic stories to make kids ages 7-77 think
- Critical and creative thinking skills stimulated
- Volumes 1-20 available, all with different stories

Book ...\$9.95

Practice Problems for Creative Problem Solving

- 50 brief situations of interesting opportunities and open-ended challenges to engage students
- Motivating starting points for practicing CPS with groups of many sizes and ages

Book (Grades 3-8)....\$19.95

Tanglers, Too!

- Development of problem-solving skills while expanding the students' ability to work cooperatively
- Lessons teaching students to rely on their own abilities and understandings, as well as those of their classmates

Book....\$17.95

Thinkathon 1

- Activities to inspire students' higher-level thinking skills, including brainstorming skills, memory skills, I.Q. Testers, analogies, and language skills

Book (Grades 2-5)....\$14.95

What If?

- A collection of activities leading students through explorations in several curriculum areas
- An opportunity for students to look at unique situations and come up with alternative outcomes by combining research with creative thinking

Book (Grades 4-12)....\$15.95

***Whose Clues* by Nathan Levy**

- The famous name guessing game that provides a fun, change-of-pace activity anytime, anywhere
- Clever clues provided of a mystery person or character
- Encourages deductive reasoning & cooperative learning.

6 topics available:

American History	Musicians and Composers
Famous Authors	Inventors and Scientists
Sports Heroes	Characters in Literature

Book...\$9.95

Team Building

Team Challenges

- Group activities to build cooperation, creativity and communication
- Hands-on tasks that group leaders, parents, and teachers can present to help children learn to work cooperatively with others, improve their problem solving skills, and expand their imagination

Book....\$19.95

Teambuilding with Teens

- 36 activities to make learning about leadership a hands-on, active experience (20-45 minutes each)
- Encourage kids to recognize each other's strengths, become better listeners, communicate clearly, identify their values, build trust, set goals, and more
- Book with CD-ROM

Book....\$35.99

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"Creating the Future" scholarship fund to recognize current FPS student(s) graduating from secondary school

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Future Problem Solving Program International is a not for profit, charitable organization formed under Section 501(c)(3) of the U.S. Internal Revenue Code. Donations to FPSPI are tax-deductible as charitable contributions for US federal income tax purposes. There are no donation limits or restrictions on contributions to FPSPI.

Center for Creative Learning LLC

The Center for Creative Learning is a subsidiary of Future Problem Solving Program International. Creative Problem Solving Workshops and Online Modules are available for in-depth learning of the problem solving process.

Problem Solving Workshop

This 3 day training will focus on the Creative Problem Solving process during a fast paced, hands-on, minds-on workshop. This powerful and practical framework of tools and resources for thinking creatively and critically, solving complex, open-ended challenges and problems, and managing change will become a way of life. Our CPS 6.1™ framework builds on more than five decades of research, development, and practical application worldwide in schools and other non-profit settings, as well as in corporations. Creative Problem Solving provides tools that can be applied successfully by problem solvers of all ages.

Contact april@creativelearning.com for detailed information involving the 3-day workshops that can be customized for all educational needs.

Creative Problem Solving Online Learning Modules

In response to many requests from individuals who are interested in learning more about CPS, but who are unable to attend workshops or training institutes in person, we offer 13 Distance Learning modules on creativity and Creative Problem Solving (CPS) in education. These modules offer a variety of engaging and interactive opportunities for learning and applying the “basics” of the CPS framework.

Module 1| Overview of Creativity & Creative Problem Solving

Module 2| Characteristics: Levels of Creativity

Module 3| Characteristics: Creativity Style

Module 4| Guidelines and Tools for Generating Options

Module 5| Guidelines and Tools for Focusing Options

Module 6| Context: The Climate for Creativity and Innovation

Module 7| CPS: Understanding the Challenge (Constructing Opportunities

Module 8| CPS: Understanding the Challenge (Exploring Data)

Module 9| CPS: Understanding the Challenge (Framing Problems)

Module 10| CPS: Generating Ideas Component and Stage

Module 11| CPS: Preparing for Action (Developing Solutions)

Module 12| CPS: Preparing for Action (Building Acceptance)

Module 13| CPS: Planning Your Approach Components and Stages

Modules 4 and 5 defined below are imperative for all coaches involved in the FPS components.

Center for Creative Learning LLC – Distance Learning

Guidelines and Tools for Generating Options (Module 4)

“Green light” thinking is explored in this module through generating guidelines and tools. Generating helps people to “go for it,” to stretch their thinking and reach for lots of possibilities; helping us to “step on the gas” and go forward with many ideas and thoughts.

[http://creativelearning.com...\\$30](http://creativelearning.com...$30)

Guidelines and Tools for Focusing Options (Module 5)

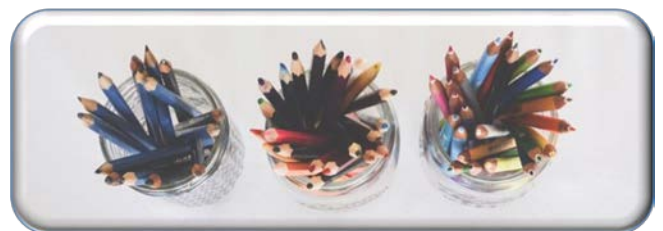
“Red light” thinking is explored in this module through focusing guidelines and tools. Focusing helps people to “put on the brakes” or to prepare to stop generating and begin focusing their thoughts and identifying promising possibilities and directions.

[http://creativelearning.com...\\$30](http://creativelearning.com...$30)

The VIEW Model

Each individual’s natural preference for solving problems or challenges is unique. By participating in the VIEW style inventory three dimensions and six specific styles are assessed. These results are explored to gain an understanding of how individuals and groups manage their creative problem solving and change management as effectively as possible.

Contact april@creativelearning.com for more information



2019-20 Order Information

ORDERS & CUSTOMER SERVICE

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2015 Grant Place

Melbourne, FL 32901

Voice: 321.768.0074

Fax: 321.768.0097

www.fpspimart.org

Email: order@fpspimart.org

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\$50.01 and up.....	15%
AK and HI.....	25%
Outside of US.....	\$30 minimum or 25%

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